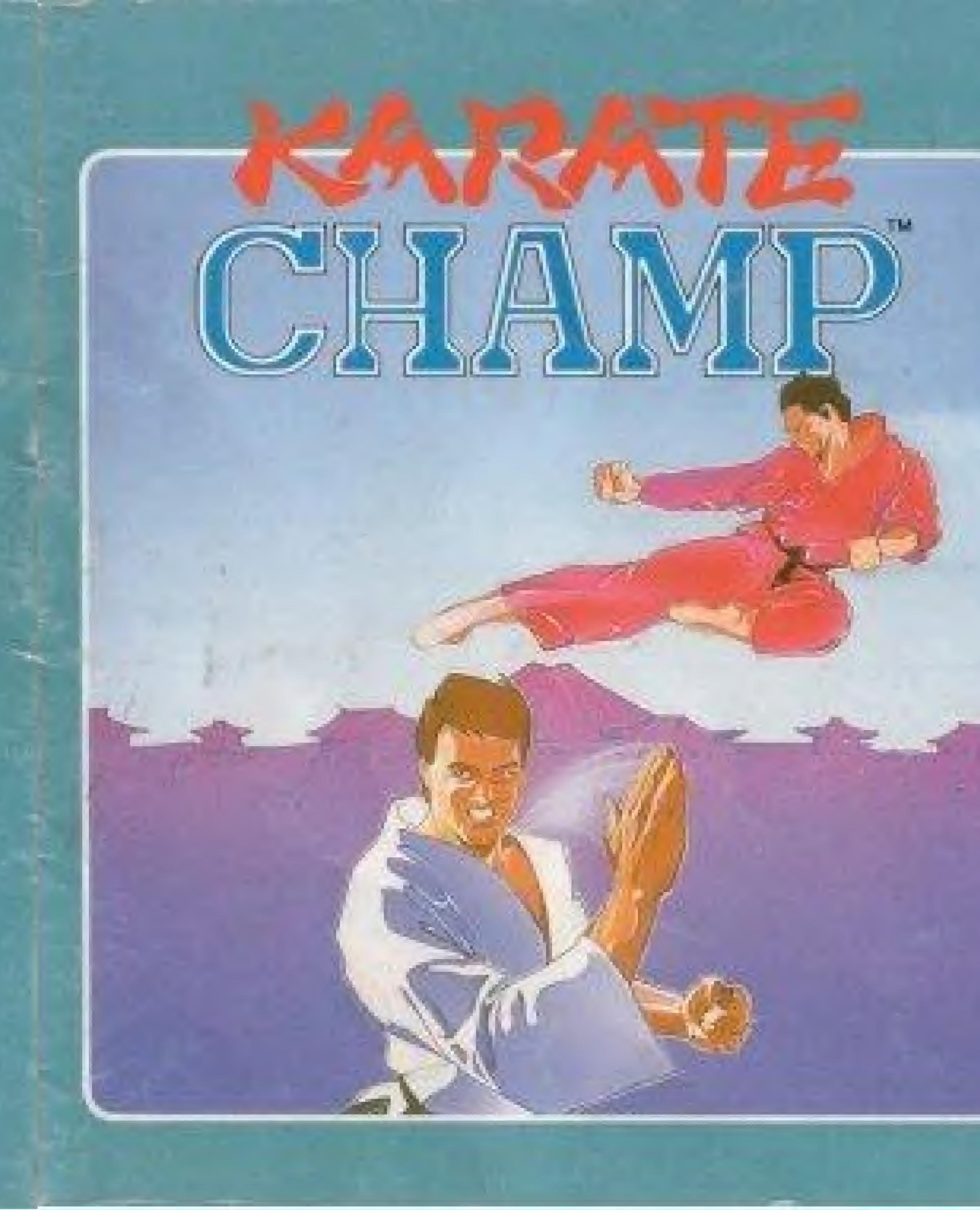
# DATA EASTUSA, INC. 470 Needles Drive, San Jose, California 95112, USA.

en 1986 Data East USA, Inc. PRINTED IN JAPAN





MES-MC-USA

# **ISTRUCTION**



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## DATA EAST BRINGS YOU ARCADE REALISM AT HOME!

Put on your black belt and challenge your friends or the computer through nine picturesque settings to become the Karate Champ. Flatten your opponent by deftly executing the kicks and punches at your command. Sharpen your martial art skills through the series of karate matches in this super arcade classic.

Please read this instruction booklet to ensure proper handling of your new game, and then save the booklet for future reference.

## 1. PRECAUTIONS

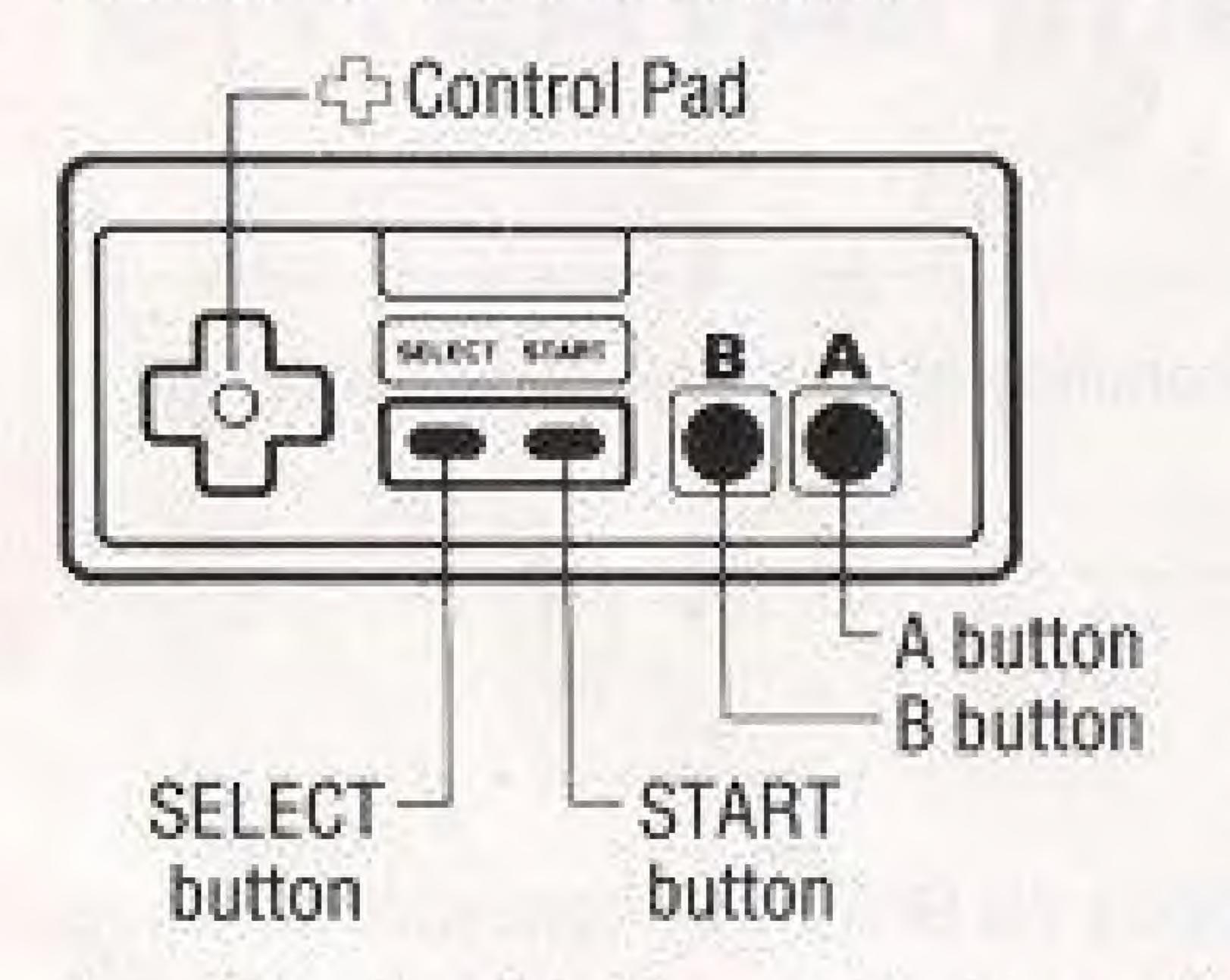
- 1) Always turn the power off before inserting or removing the Game Pak from your Nintendo Entertainment System.
- Never hit it or drop it. Do not take it apart.
- game.
- 4) Do not clean with benzene, paint thinner, alcohol or other such solvents.

2) This is a high precision game. It should not be stored in places that are very hot or cold. 3) Avoid touching the connectors, do not get them wet or dirty. Doing so may damage the

## 2. NAMES OF CONTROLLER PARTS AND OPERATING INSTRUCTIONS

Controller 1 – For 1 player game Controller 2 – For second player in 2 player game

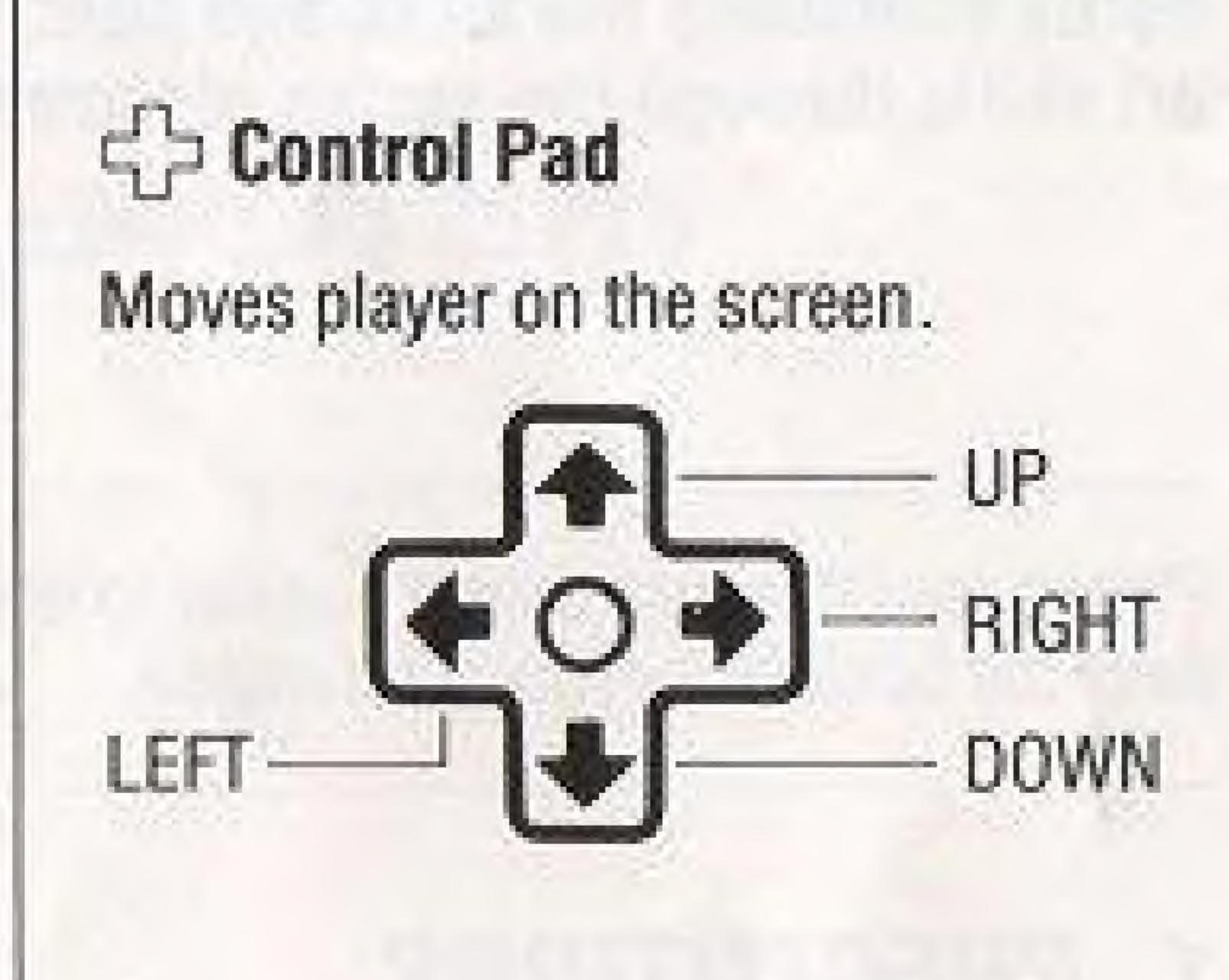
Controller 1/Controller 2



Use either the A button or B button, or both, to execute the various moves.

Select button: When this button is pressed, the mark ( >) will move between "1 player" and "2 players."

Start button: Press this button to begin.



# 3. HOW TO PLAY

### **One-Player Version**

In the one-player version, you are the white player and the computer is red. You can expect the computer to get smarter and faster at the more competitive levels of the game.

### **Two-Player Version**

Throughout a series of karate matches at various locations, your objective is to flatten your opponent as often and as quickly as you can, by deftly executing the kicks and punches at your command.

Each match consists of a series of rounds at nine picturesque settings. Two points win a round and two rounds (out of three) win a match. The winner of a match earns the exclusive right to earn bonus points before the next match begins at another location.

One round lasts for 30 seconds or until one player gets two points. The first player to score two points, or the player with more (match) points when the clock runs out, wins that round.

### The Referee

The referee begins all rounds, and determines the winner of a round where neither opponent has scored two match points after 30 seconds have elapsed. The referee will award the round to the player who has earned the higher number of match points.

#### Ties

If the clock runs out and each opponent has earned an equal number of match points, the referee will award the round to the player who has scored the higher number of "score points," based on the value of his kicks and punches. (See **SCORING** for the distinction between "match points" and "score points.")

#### Mastering Your Moves

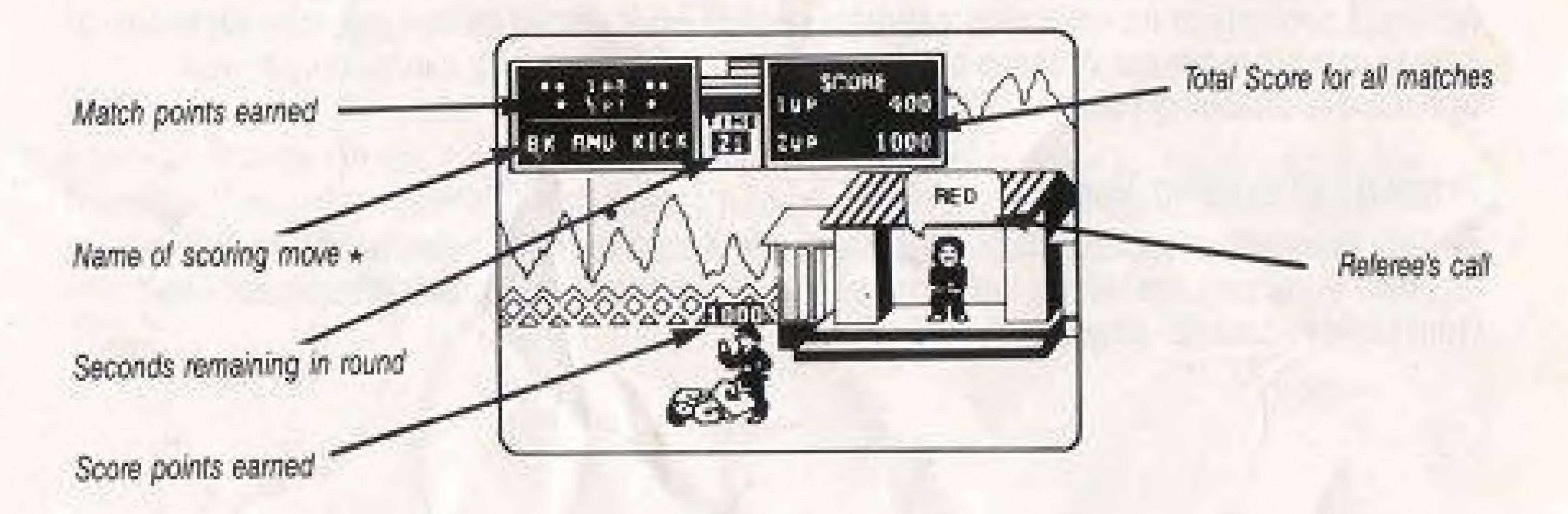
Master your moves by playing a two-player game against an invisible person. Your opponent's player will remain static, and you can learn the different characteristics of your moves. Learn which moves execute quickly, which work best in close range or long range, how to quickly move out of reach of your opponent. You can block moves only if your opponent is attacking you.

#### Properly Executing Moves

To fully execute a selected kick or punch, you must hold the button down long enough to register. Releasing the button too early results in a half-executed move, and leaves you vulnerable to counter-attack.

#### Clock Score

Winner of the round also gets 100 points for each second remaining on the clock.



\*After each round, this area will show status of match.

#### Player Moves

|    | Move  | Match<br>Points | Score<br>Points |  |
|----|-------|-----------------|-----------------|--|
|    | Lunge | Full            | 100             |  |
|    | Punch | 1/2             | 50              |  |
|    | Low   | Full            | 200             |  |
|    | Punch | 1/2             | 100             |  |
|    | Front | Full            | 300             |  |
|    | Kick  | 1/2             | 150             |  |
|    | Back  | Full            | 300             |  |
|    | Kick  | 1/2             | 150             |  |
| 64 | Round | Full            | 500             |  |
|    | Kick  | 1/2             | 250             |  |

| Move                    | Match<br>Points | Score<br>Points |  |
|-------------------------|-----------------|-----------------|--|
| Low                     | Full            | 300             |  |
| Kick                    | 1/2             | 150             |  |
| Foot                    | Full            | 400             |  |
| Sweep                   | 1/2             | 200             |  |
| Jumping                 | Full            | 800             |  |
| Kick                    | 1/2             | 400             |  |
| Jumping<br>Back<br>Kick | Full<br>1/2     | 800<br>400      |  |
| Back<br>Round<br>Kick   | Full<br>1/2     | 700 350         |  |

#### How to Select Moves

| Right Lever     |                         |                          | Joy-<br>stick      | Left Lever |                    |                         |                          |                             |
|-----------------|-------------------------|--------------------------|--------------------|------------|--------------------|-------------------------|--------------------------|-----------------------------|
| (d) + (f)       | 6                       | 00                       |                    |            |                    | (8)                     | <b>(</b> 8)              | <ul><li>(3) + (8)</li></ul> |
| Round<br>Kick   | Back<br>Kick            | Lunge<br>Punch           |                    |            |                    | Lunge<br>Punch          | Back<br>Kick             | Round<br>Kick               |
| Round           | Back<br>Round<br>Kick   | Jumping<br>Kick          | Jump               |            | Jump               | Jumping<br>Kick         | Back<br>Round<br>Kick    | Round                       |
| Jump<br>(right) | Jumping<br>Back<br>Kick | Front<br>Kick            | Forward            |            | Withdraw/<br>Block | Low<br>Kick             | Low<br>Kick              | Jump<br>(right)             |
| Low<br>Punch    | Foot<br>Sweep<br>(left) | Foot<br>Sweep<br>(right) | Squat              |            | Squat              | Foot<br>Sweep<br>(left) | Foot<br>Sweep<br>(right) | Low<br>Punch                |
| Jump<br>(Left)  | Low<br>Kick             | Low<br>Kick              | Withdraw/<br>Block |            | Forward            | Front<br>Kick           | Jumping<br>Back<br>Kick  | Jump<br>(left)              |

7

#### Bonus Screen Scoring

At the end of each match, the victor has an opportunity to gain some bonus points. Any one of three screens will present you with an intriguing challenge. Knock down flying objects for bonus points.

If you survive the first challenge, you'll get a chance to do it again, up to a maximum of five times per bonus situation – unless, of course *you* get flattened first.

# **COMPLIANCE WITH FCC REGULATIONS**

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

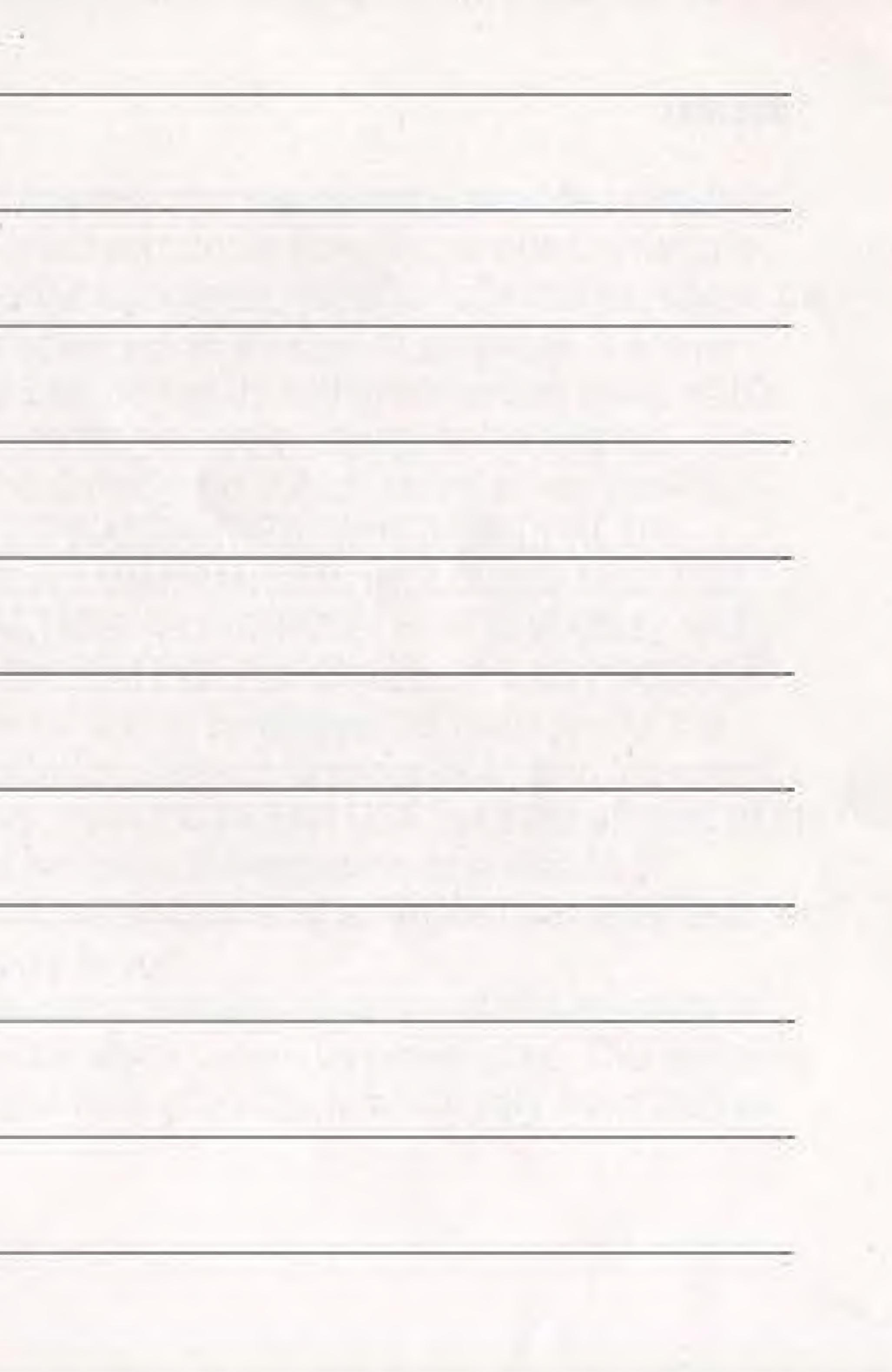
- Reorient the receiving antennal
- Relocate the NES with respect to the receiver
- Move the NES away from the receiver.
- circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal **Communications** Commission helpful:

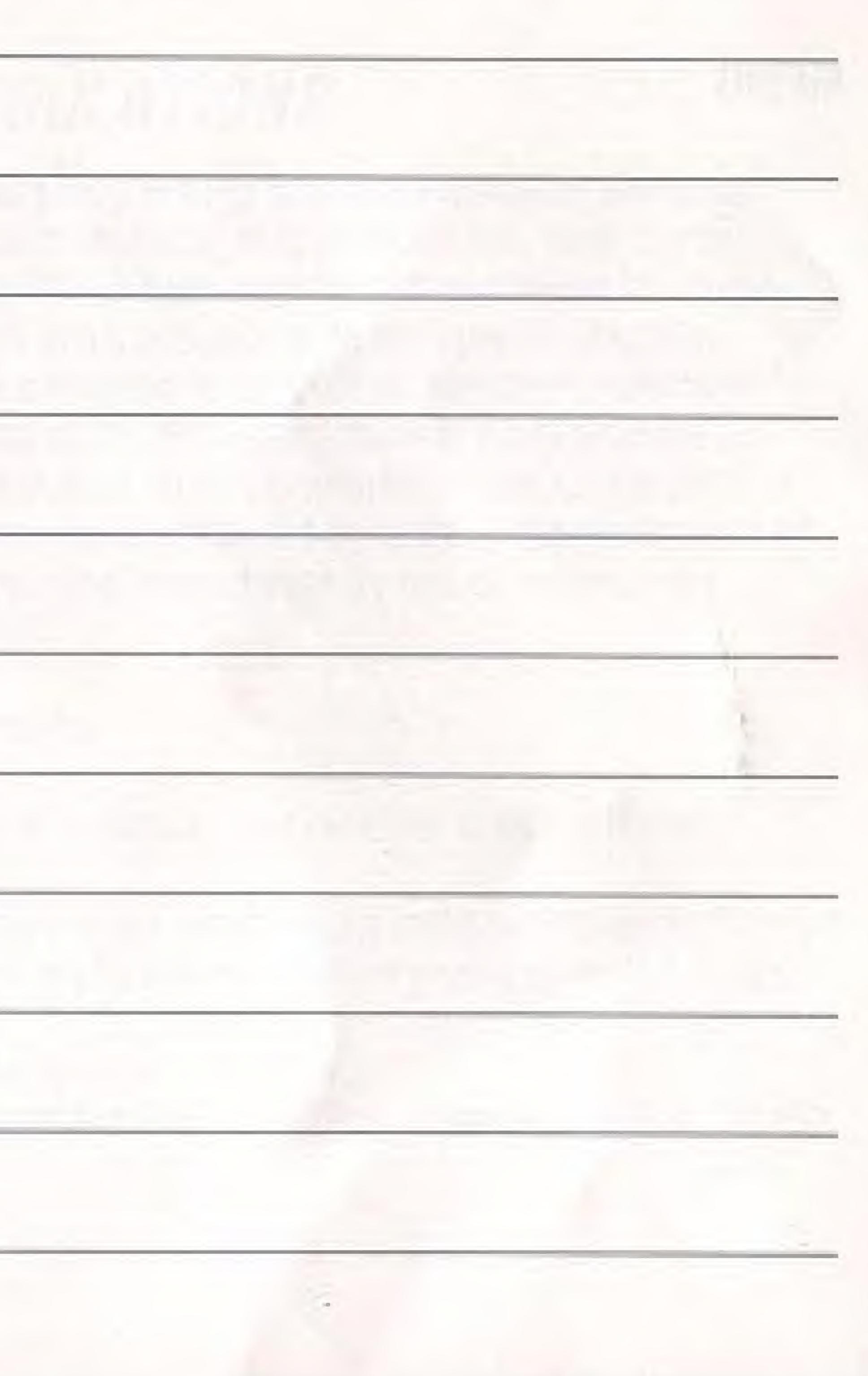
How to Identify and Resolve Radio-TV Interference Problems. This booklet is available from the U.S. Government Printing Office, Washington D.C. 20402, Stock No. 004-000-00345-4.

- Plug the NES into a different outlet so that computer and receiver are on different

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## LIMITED WARRANTY

Data East USA warrants to the original purchaser only that the cartridge provided with this THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES, WHETHER ORAL OR Data East USA shall not be liable for incidental and/or consequential damages for the

manual and the software program coded on it will perform in accordance with the descriptions in this manual when used with the specified equipment, for a period of 90 days from the date of purchase. If the program is found defective within 90 days of purchase, it will be replaced. Simply return the cartridge to Data East USA or its authorized dealer along with a dated proof of purchase. Replacement of the cartridge, free of charge to the original purchaser (except for the cost of returning the cartridge) is the full extent of our liability. WRITTEN, EXPRESS OR IMPLIED. ALL IMPLIED WARRANTIES, INCLUDING THOSE OF MERCHANTIBILITY AND FITNESS FOR A PARTICULAR PURPOSE. IF APPLICABLE, ARE LIMITED IN DURATION TO 90 DAYS FROM THE DATE OF PURCHASE OF THIS PRODUCT. breach of any express or implied warranty including damage to property and, to the extent permitted by law, damages for personal injury, even if Data East USA has been advised of the possibility of such damages. Some states do not allow the exclusion or limitation of incidental or consequential damages or limitations on how long an implied warranty lasts, so the above limitations or exclusions do not apply to you.

This warranty shall not be applicable to the extent that any provision of this warranty is prohibited by any federal, state or municipal law which cannot be pre-empted. This warranty gives you specific legal rights and you may also have other rights which vary from state to state.